

FIG. 1

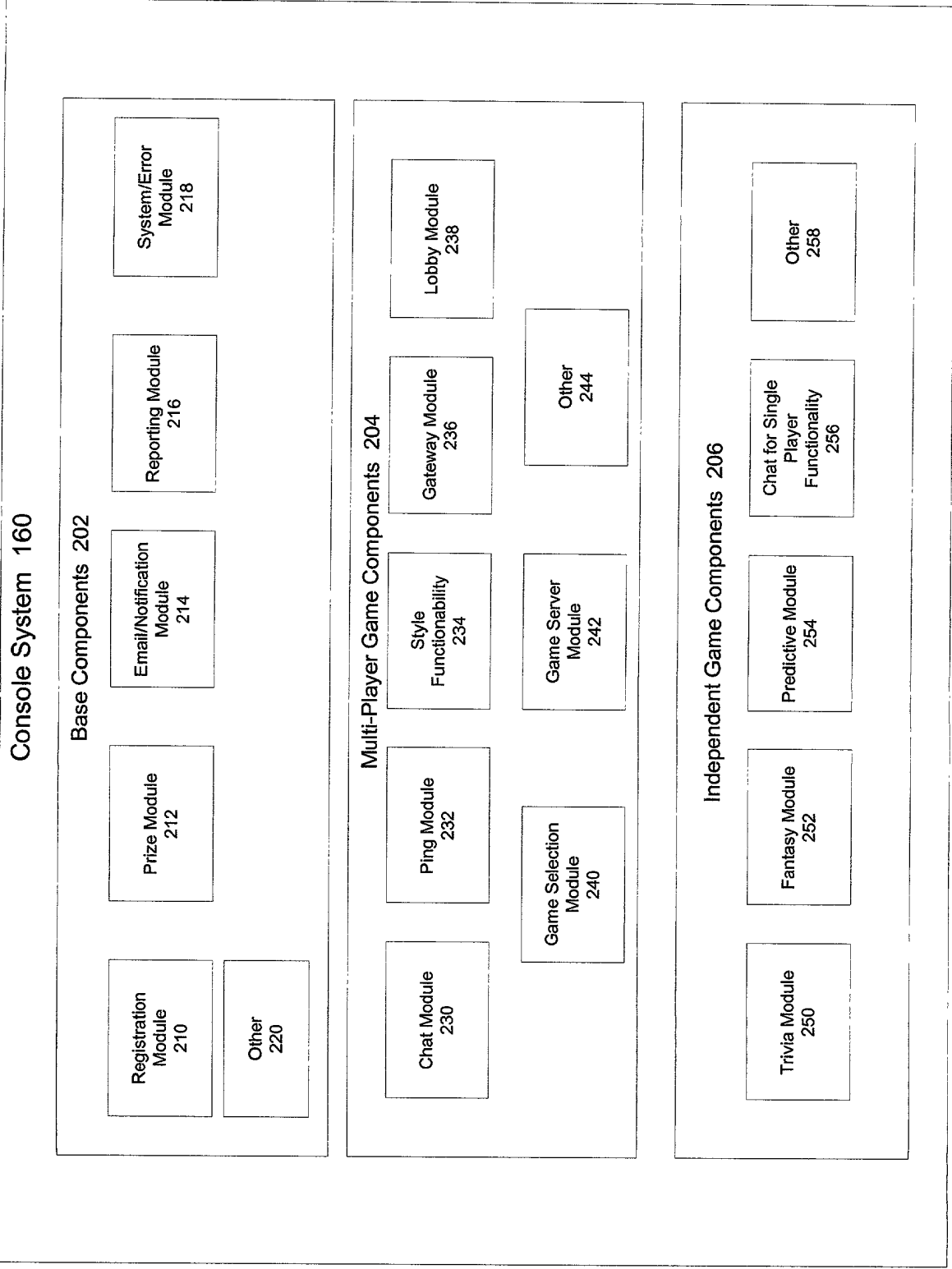


FIG. 2

FIG. 3 is a block diagram of a system 300 for providing a game environment. The system 300 includes a gateway 310, a lobby 312, and a game environment 314. The gateway 310 is connected to the lobby 312, which is connected to the game environment 314. The game environment 314 includes a game engine 316, a game server 318, and a game client 320. The game engine 316 is connected to the game server 318, which is connected to the game client 320. The game client 320 is connected to the game environment 314. The game environment 314 is connected to the lobby 312, which is connected to the gateway 310. The gateway 310 is connected to the system 300.

300

The Gateway

Lobbies 310	Players Online 320
Ant Hill - link Coyote Gulch - link Hippo Swamp (full) Mosquito Pool (full)	10 15 59 54

312

314

FIG. 3

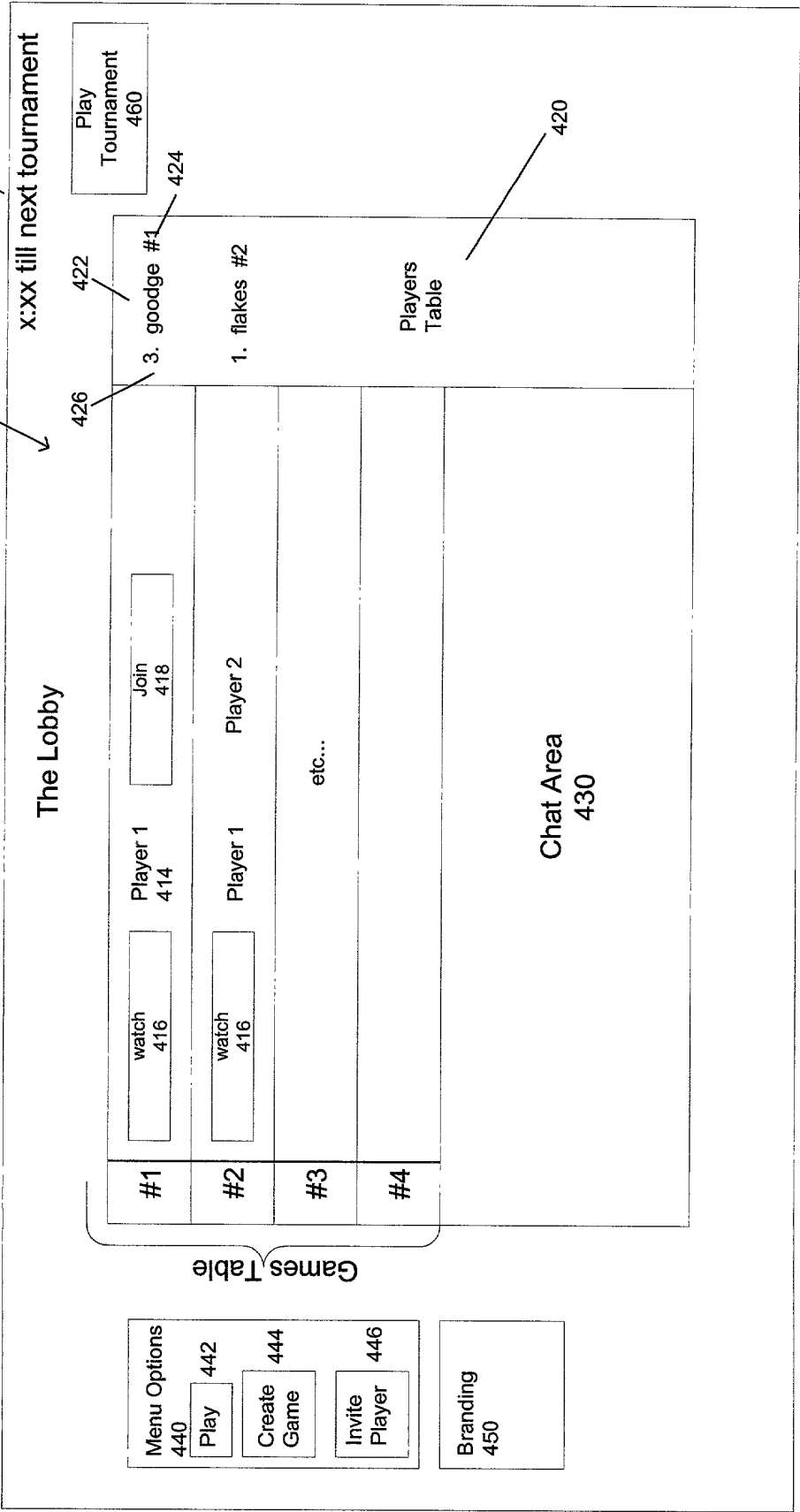


FIG. 4

500

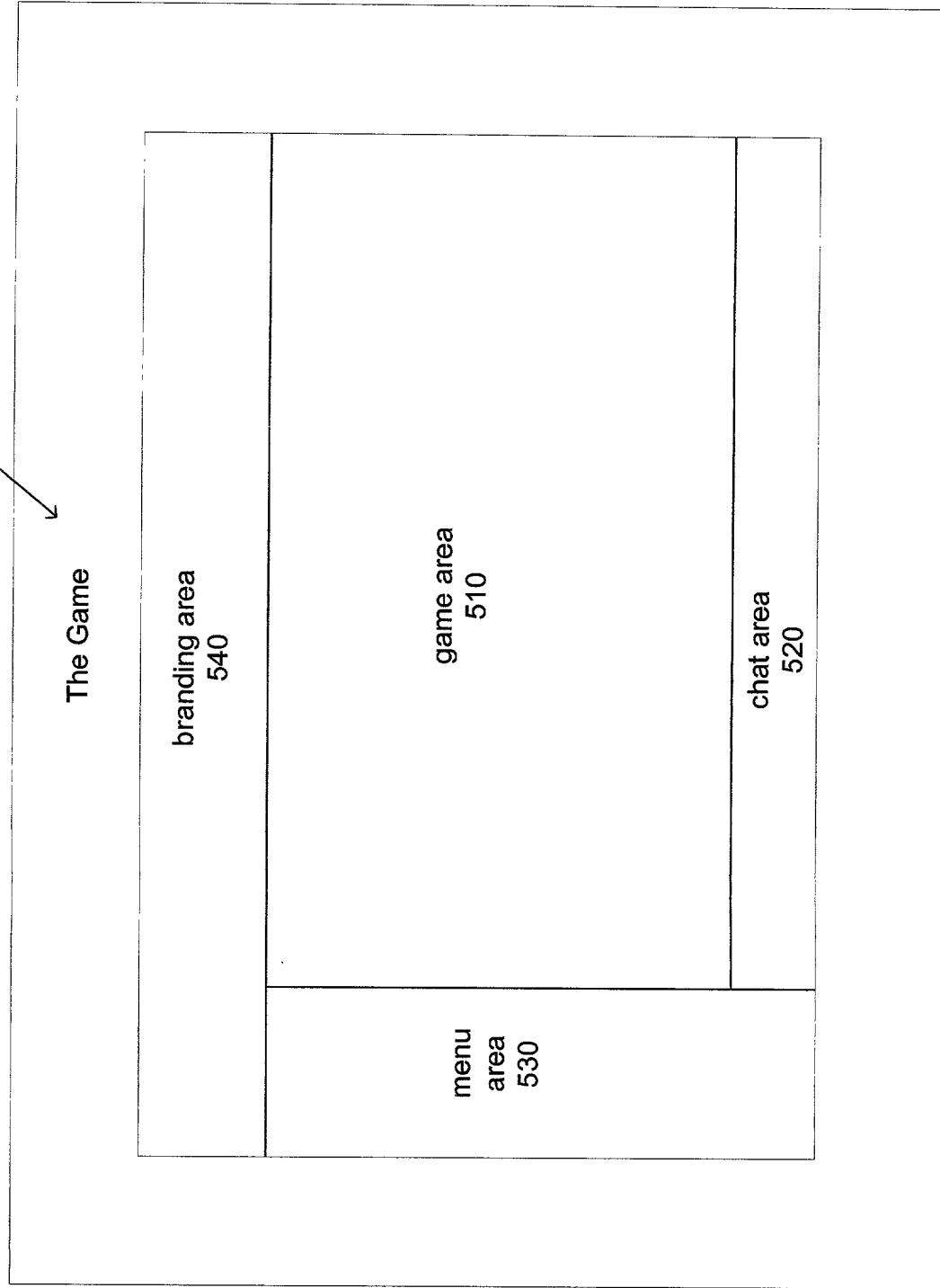


FIG. 5

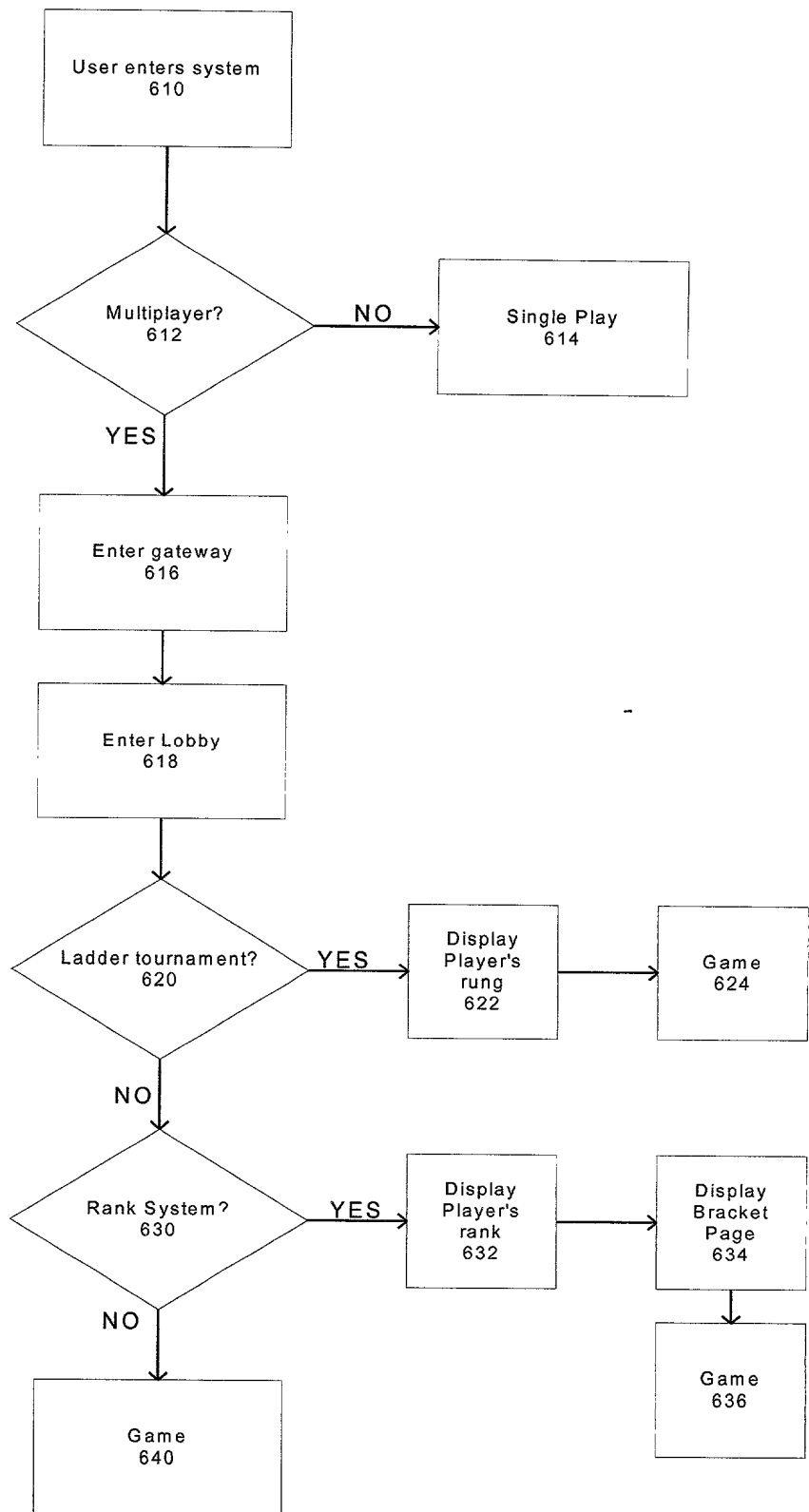


FIG. 6